

Magic 52

Overview

Magic 52 is a retheme of the card game cuttle to feel more like the tcg Magic the gathering.

how to play

the rules are the same as regular cuttle except for the next changes:

1. Instead of trying to reach 21 points to win(or however it takes to win in the cuttle variant you play) now each player starts with 21 points representing their health points(HP for short) and they need to reduce their opponent's points to zero(if playing a cuttle format that requires less or more points to win use that format's target point total as the starting point values instead of the standard 21 points)
2. point cards are now called creature cards
3. one off effects are now called Sorcery
4. permanent cards are now called artifacts
5. the scrap pile is now called the graveyard
6. scuttle is now treated as killing an opponent's creature and regaining the same amount of points of the creature you killed. you still put both the opponent's destroyed creature and the creature you used to attack your opponent's creature in the graveyard.
7. any card that raises your point value in a normal game of cuttle will decrease your opponent's point value in a magic 52 game, while stuff that lower your opponent's point value in a normal cuttle game will raise your point value in a magic 52 game cards that affect all players still affect all players but with the same principal of cards that raise point values in a normal cuttle game will lower points in a magic 52 game while cards that lower point values in a normal cuttle game will raise point values in a magic 52 game. in case you play magic 52 as a three or four player game then lowering an opponent's point values will affect all opponents while performing the scuttle action will raise point values of all players except the player that is being attacked